

① R

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

```
{T}: Add {C}.
{T}: Add {W} or {U}. This land deals
1 damage to you.
```

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## Sorcery

Suspend 4--{{U}} (Rather than cast this card from your hand, pay {{U}} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Target player draws three cards.

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## Land

{T}: Add {C}{C}. This land deals 2 damage to you.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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③ ④ W

## Sorcery

Destroy all lands.

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②

Artifact

 $\{1\}, \{T\}: \text{Add } \{W\}\{U\}.$ 

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## Land -- Swamp Mountain

$$(\{T\}: \text{Add } \{B\} \text{ or } \{R\}.)$$

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| <b>Blood Crypt</b><br><hr/> Land -- Swamp Mountain<br><hr/> ({T}: Add {B} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                                          | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. | <b>Brainstorm</b> <br><hr/> Instant<br><hr/> Draw three cards, then put two cards from your hand on top of your library in any order. | <b>Cavern of Souls</b><br><hr/> Land<br><hr/> As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. |
| <b>Chrome Mox</b> <br><hr/> Artifact<br><hr/> Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br>{T}: Add one mana of any of the exiled card's colors. | <b>City of Brass</b><br><hr/> Land<br><hr/> Whenever this land becomes tapped, it deals 1 damage to you.<br>{T}: Add one mana of any color.                                        | <b>Command Tower</b><br><hr/> Land<br><hr/> {T}: Add one mana of any color in your commander's color identity.                                                                                                           | <b>Control Magic</b> <br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>You control enchanted creature.                                                  |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                             |

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| <div>Counterspell</div> <div> <div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Dack Fayden</div> <div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div>Legendary Planeswalker -- Dack</div> <div>[+1]: Target player draws two cards, then discards two cards.<br/>[-2]: Gain control of target artifact.<br/>[-6]: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Daze</div> <div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br/>Counter target spell unless its controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Demonic Tutor</div> <div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dig Through Time</div> <div> <div> <div>6</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Dimir Signet</div> <div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div>{1}, {T}: Add {U}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div>Drowned Catacomb</div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            |

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| <div> <b>Duress</b> <span>ⓑ</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                             | <div> <b>Evasive Action</b> <span>①</span><span>Ⓤ</span> </div> <hr/> <div>Instant</div> <hr/> <p>Domain -- Counter target spell unless its controller pays {1} for each basic land type among lands you control.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                               | <div> <b>Fact or Fiction</b> <span>③</span><span>Ⓤ</span> </div> <hr/> <div>Instant</div> <hr/> <p>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                 | <div> <b>Fatal Push</b> <span>ⓑ</span> </div> <hr/> <div>Instant</div> <hr/> <p>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Fiery Confluence</b> <span>②</span><span>Ⓡ</span><span>Ⓡ</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose three. You may choose the same mode more than once.<br/>* Fiery Confluence deals 1 damage to each creature.<br/>* Fiery Confluence deals 2 damage to each opponent.<br/>* Destroy target artifact.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Fire</b> <span>①</span><span>Ⓡ</span> </div> <hr/> <div>Instant</div> <hr/> <p>Fire deals 2 damage divided as you choose among one or two targets.</p> <div> <div>-----</div> <div> - - - RIGHT HALF - - - </div> </div> <div> <b>Ice</b> <span>①</span><span>Ⓤ</span> </div> <hr/> <div>Instant</div> <hr/> <p>Tap target permanent.<br/>Draw a card.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Flagstones of Trokair</b> </div> <hr/> <div>Legendary Land</div> <hr/> <p>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Flooded Strand</b> </div> <hr/> <div>Land</div> <hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                  |

Playtest cards - ecobaronen - Commander (1v1 Commander Challenge)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/13 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                     |
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| <div><div><div>Force of Will</div><div>3UU</div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force Spike</div><div>U</div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gitaxian Probe</div><div>UP</div></div><div><div>Sorcery</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                      | <div><div><div>Godless Shrine</div><div></div></div><div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Hallowed Fountain</div><div></div></div><div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         | <div><div><div>Hymn to Tourach</div><div>BB</div></div><div><div>Sorcery</div><div>Target player discards two cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     | <div><div><div>Inquisition of Kozilek</div><div>B</div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div></div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |

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 $\{1\}, \{T\}$ : Add  $\{U\}\{R\}$ .

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2 U U

[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.

[0]: Draw three cards, then put two cards from your hand on top of your library in any order.

[-1]: Return target creature to its owner's hand.

[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.

**L 3**

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1 B R

Choose two --

- \* Return target creature card from your graveyard to your hand.
- \* Target player discards a card.
- \* Destroy target artifact.
- \* Kolaghan's Command deals 2 damage to any target.

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Lightning Bolt deals 3 damage to any
target.
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## Land

{T}, Pay 1 life: Add one mana of any color.

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At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you. {T}: Add {C}{C}.

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U U

Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value.

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Counter target spell unless its controller pays {3}.

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| <div><div>Mana Tithe</div><div>W</div></div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Marsh Flats</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div><div>Memory Lapse</div><div>1U</div></div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <div><div>Mental Misstep</div><div>UP</div></div> <div>Instant</div> <div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Miscalculation</div><div>1U</div></div> <div>Instant</div> <div>Counter target spell unless its controller pays {2}.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Misty Rainforest</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mox Diamond</div><div>0</div></div> <div>Artifact</div> <div>If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Orzhov Signet</div><div>2</div></div> <div>Artifact</div> <div>{1}, {T}: Add {W}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      |

2 B

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

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② ① ②

When this creature enters, you become the monarch.  
When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.

2/2

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①BB

At the beginning of your upkeep, you draw a card and you lose 1 life.

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$$(\{T\}: \text{Add } \{R\} \text{ or } \{W\}.)$$

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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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U

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

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U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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## Rakdos Signet

②

Artifact

 $\{1\}, \{T\}: \text{Add } \{B\}\{R\}.$ 

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## Ravages of War

③ ④ W

## Sorcery

Destroy all lands.

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## Red Elemental Blast

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Instant

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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## Reflecting Pool

Land

**{T}**: Add one mana of any type that a land you control could produce.

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## Remand

① ②

Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.

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## Sacred Foundry

Land -- Mountain Plains

(**{T}**: Add **{R}** or **{W}**.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

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## Scrub land

Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)

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## Shivan Reef

Land

{T}: Add {C}.  
{T}: Add {U} or {R}. This land deals  
1 damage to you.

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## Snapcaster Mage

① ②

Creature -- Human Wizard

**Flash**  
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

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## Sol Ring

①

Artifact

$$\{T\} : \text{Add } \{C\}\{C\}.$$

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## Spell Pierce

U

Instant

Counter target noncreature spell  
unless its controller pays {2}.

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## Spell Snare

U

Instant

Counter target spell with mana value 2.

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## Steam Vents

Land - - Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## Sulfur Falls

Land

This land enters tapped unless you control an Island or a Mountain.  
{T}: Add {U} or {R}.

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## Sunken Ruins

Land

$\{T\}$ : Add  $\{C\}$ .  
 $\{U/B\}$ ,  $\{T\}$ : Add  $\{U\}\{U\}$ ,  $\{U\}\{B\}$ , or  
 $\{B\}\{B\}$ .

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| <div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <div><div>Sorcery</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Draw three cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Tundra</div></div> <div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                       | <div><div>Underground River</div></div> <div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Underground Sea</div></div> <div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      |
| <div><div>Vampiric Tutor</div><div><div>B</div></div></div> <div><div>Instant</div><div><div>Search your library for a card, then shuffle and put that card on top.</div><div>You lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div>Verdant Catacombs</div></div> <div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Volcanic Island</div></div> <div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                         | <div><div>Wasteland</div></div> <div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Watery Grave</b><br><hr/> Land -- Island Swamp<br><hr/> ({T}: Add {U} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. | <b>Wooded Foothills</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. | <b>Breya, Etherium Shaper</b> (W)(U)(B)(R)<br><hr/> Legendary Artifact Creature -- Human<br><hr/> When Breya enters, create two 1/1 blue Thopter artifact creature tokens with flying.<br>{2}, Sacrifice two artifacts: Choose one --<br>* Breya deals 3 damage to target player or planeswalker.<br>* Target creature gets -4/-4 until end of turn.<br>* You gain 5 life.<br><br>[sideboard] <div>4/4</div> |
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